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1 [A visual object-oriented development environment \(VOODE\)](#)



Vladimir Shcherbina, Pnina Vortman, Gabi Zodik

November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(533.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Numerous classes, complex inheritance and containment hierarchies, and diverse patterns, all contribute to difficulties in understanding, reusing, debugging and tuning large object-oriented systems. To help overcome these difficulties, we introduce a visual programming methodology and a visual development environment with novel views for development of object-oriented class models. We introduce container and contained object views, direct manipulations as a visual programming tool and show how s ...

2 [Pen computing: a technology overview and a vision](#)



André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf(5.14 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

3 [A new approach to software tool interoperability](#)



Yimin Bao, Ellis Horowitz

February 1996 **Proceedings of the 1996 ACM symposium on Applied Computing**

Full text available: pdf(1.43 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: CASE, software engineering environment, software interoperability, tool integration

4 [Object orientation and transaction processing: where do they meet?](#)

John Tibbetts

September 1991 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum)**, Volume 3 Issue 4

Full text available:  [pdf\(1.44 MB\)](#) Additional Information: [full citation](#), [index terms](#)

5 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

October 1998 **ACM SIGCUE Outlook**, Volume 26 Issue 4

Full text available:  [pdf\(2.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

6 Doing object oriented simulations: advantages, new development tools

Jose M. Giron-Sierra, Juan A. Gomez-Pulido

April 1991 **Proceedings of the 24th annual symposium on Simulation**

Full text available:  [pdf\(855.25 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

7 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **Working Group reports of the 3rd annual SIGCSE/SIGCUE ITICSE conference on Integrating technology into computer science education**

Full text available:  [pdf\(107.98 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **ACM SIGCSE Bulletin**, Volume 30 Issue 4


Full text available:  [pdf\(2.29 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

9 An assessment of the ModSim/TWOS parallel simulation environment

David O. Rich, Randy E. Michelsen

December 1991 **Proceedings of the 23rd conference on Winter simulation**


Full text available:  [pdf\(1.08 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 User interface software tools

Brad A. Myers

March 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 1

Full text available:  [pdf\(3.25 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Almost as long as there have been user interfaces, there have been special software systems and tools to help design and implement the user interface software. Many of these tools have demonstrated significant productivity gains for programmers, and have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

Keywords: interface builders, toolkits, user interface development environments, user interface software

11 Specification and dialogue control of visual interaction through visual rewriting systems

P. Bottoni, M. F. Costabile, P. Mussio

November 1999 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 21 Issue 6

Full text available:  [pdf\(886.71 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Computers are increasingly being seen not only as computing tools but more so as communication tools, thus placing special emphasis on human-computer interaction (HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as usual in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual language ...

Keywords: control automaton, dialogue control, visual languages

12 Reflections by teachers learning to program

Ken Halland, Katherine Malan

September 2003 **Proceedings of the 2003 annual research conference of the South African institute of computer scientists and information technologists on Enablement through technology**

Full text available:  [pdf\(38.74 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



In this paper we look at what we can learn about teaching programming from the reflections of teachers on their own learning. Using direct quotes from journals kept by teachers while they were learning Delphi, we discuss the suitability of a visual or event-driven programming language for teaching programming. We then show how knowledge of another language can both help and hinder the learning of a new language with a different paradigm. In particular, we highlight some of the changes in thinking ...

Keywords: RAD, event-driven programming, languages, learning styles, paradigm shift, teacher training, teaching approach, teaching programming, transfer effects, visual programming

A scalable formal method for design and automatic checking of user interfaces

Jean Berstel, Stefano Crespi Reghizzi, Gilles Roussel, Pierluigi San Pietro

July 2001 **Proceedings of the 23rd International Conference on Software Engineering**

Full text available:  [pdf\(237.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
 [Publisher Site](#)

The paper addresses the formal specification, design and implementation of the behavioral component of graphical user interfaces. Dialogs are specified by means of modular, communicating grammars called VEG (Visual Event Grammars), which extend traditional BNF grammars to make the modeling of dialogs more convenient.

A VEG specification is independent of the actual layout of the GUI, but it can be easily integrated with various layout design toolkits. The specification may b ...

Keywords: GUI design, applications of model checking, formal methods, human-computer interaction

14 Extraction and Visualization: Webformulate: a web-based visual continual query system

Jennifer Leopold, Meg Heimovics, Tyler Palmer

May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available:  [pdf\(423.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Today there is a plethora of data accessible via the Internet. The Web has greatly simplified the process of searching for, accessing, and sharing information. However, a considerable amount of Internet-distributed data still goes unnoticed and unutilized, particularly in the case of frequently-updated, Internet-distributed databases. In this paper we give an overview of *WebFormulate*, a Web-based visual continual query system that addresses the problems associated with formulating tempora ...

Keywords: continual query, visual programming language, visual query system

15 Invited papers and panel: Selected ingredients in end-user programming

Moshe M. Zloof

May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  [pdf\(824.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In the area of human computer interaction, over the last twenty years, we have witnessed considerable progress in an ever-increasing bandwidth from the computer to the user. Application screens evolved from static text only screens to interactive GUI screens. These screens contain numerous graphical element or "widgets", supporting multiple data types, such as text, voice, image, and video. The widgets can range from simple ones like a combo box or slider to more complicated OCX's such as intera ...

Keywords: WYSIWYG programming, application abstractions, declarative programming

16 Creating Windows applications using Borland's OWL classes

Laszlo Szuecs

March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education**, Volume 28 Issue 1

Full text available:  [pdf\(597.64 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a brief overview of Windows programming in C++ with Borland's OWL

classes and describes the planning and organization of a course in graphical user interfaces. It may be helpful to instructors who would like to combine the creation of graphical user interfaces with an intermediate or advanced course in object-oriented programming.

17 Using the WWW as the delivery mechanism for interactive, visualization-based instructional modules: report of the ITiCSE '97 working group on visualization



Thomas Naps, Joseph Bergin, Ricardo Jiménez-Peris, Myles F. McNally, Marta Patiño-Martínez, Viera K. Proulx, Jorma Tarhio

October 1997 **ACM SIGCUE Outlook**, Volume 25 Issue 4

Full text available: pdf(1.57 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Visualization has long been an important pedagogical tool in CS education. The widespread use of the Web and the introduction of Java, with its ability to present interactive animated applets and other types of animation, all provide opportunities to expand the availability of visualization-based teaching and learning tools. In addition, the Web introduces new opportunities not available in traditional settings. We start by identifying the types of learning objectives that can be supported by vis ...

18 Using the WWW as the delivery mechanism for interactive, visualization-based instructional modules (report of the ITiCSE '97 working group on visualization)



Thomas Naps, Joseph Bergin, Ricardo Jiménez-Peris, Myles F. McNally, Marta Patiño-Martínez, Viera K. Proulx, Jorma Tarhio

June 1997 **The supplemental proceedings of the conference on Integrating technology into computer science education: working group reports and supplemental proceedings**

Full text available: pdf(85.85 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

19 Integrating support for temporal media into an architecture for graphical user interfaces



T. C. Nicholas Graham, Tore Urnes

May 1997 **Proceedings of the 19th international conference on Software engineering**

Full text available: pdf(1.58 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: MVC, groupware, multimedia programming, software architecture

20 Harvesting design for an application framework



Joan Boone

November 1996 **Proceedings of the 1996 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(69.68 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Framework design begins with domain analysis. Either the problem domain is analyzed to create a new design, or the solution domain is analyzed to understand how the problem has already been solved. Solution domain analysis is advantageous for at least two reasons: solutions are likely to have addressed more concerns because they have been tested in a real-world environment and they provide a source for reusable code. On the other hand, such solutions may be too implementation-specific so as to i ...

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[Practical Development of Internet Prolog Applications using.. - Samhaa El-Beltagy \(Correct\)](#)

the application consists of a mobile client **component**, a static server **component**, and two HC class, and define nodes in which variables are **object** instances declared using another reusable as a Java applet, host information is usually **passed** to it as parameters from its initiating HTML clement.info.umoncton.ca/~lpnet/proceedings97/beltagy.ps

[Calypso: An Environment for Reliable Distributed Parallel .. - Baratloo, Dasgupta, Kedem \(1995\) \(Correct\)](#)
(1 citation)

A. S. Tanenbaum. Orca: A language for distributed **object**-based programming. SIGPLAN Notices, into two types, those that depend on a **message passing** scheme and those that use some form of global divided into two types, those that depend on a **message passing** scheme and those that use some form of cs.nyu.edu/kedem/pubs/BDK95a.ps

[A Compilation Approach for Fortran 90D/HPF Compilers on.. - Zeki Bozkus \(1993\) \(Correct\) \(8 citations\)](#)

are programmed using a node language and a **message passing** library. This process is tedious and error prone are programmed using a node language and a **message passing** library. This process is tedious and array extension and layout directives to explicit **message passing**. Chen [15, 16] describes general ftp.npac.syr.edu/pub/docs/sccs/papers/ps/0450/sccs-0499.ps.Z

[Realization of an HPF Interface to ScaLAPACK with Redistributions - Brandes, Greco \(1996\) \(Correct\)](#)
(1 citation)

Fortran compilation system and has two major **components** (see figure 1)A source-to-source to write and to read than conventional **message passing** programs. Unfortunately, the data parallel much easier to write and to read than conventional **message passing** programs. Unfortunately, the data nsc01.physics.upenn.edu/parallel/languages/fortran/adaptor/docs/scalapack.ps

[Manager-Agent and Remote Operation: Two Key Patterns for.. - Tessier, Keller \(1996\) \(Correct\) \(2 citations\)](#)

the particular communication mechanism from the **components** involved. It can be used to implement each used to implement each direction of the connection **object** used by the invoker and the performer of the call. Client Stub Originator in the **message passing** capabilities required for the remote www.cs.wustl.edu/~schmidt/PLoP-96/keller.ps.gz

[On-line Avoidance of the Intrusive Effects of Monitoring on.. - Wanqing Wu \(1996\) \(Correct\) \(1 citation\)](#)

preemption of processes. It consists of three **components**: the Process Queue, the Round Robin Scheduler actions, intrusion, distributed programs, **message passing**, local schedulers. 1 Introduction Application actions, intrusion, distributed programs, **message passing**, local schedulers. 1 Introduction www.cs.pitt.edu/~gupta/research/Dist/icdcs96a.ps

[Orthogonal Extensions to the WWW User Interface.. - Fox, Gribble.. \(1997\) \(Correct\) \(1 citation\)](#)

a page filtered through the TranSend service. Also, **clicking** on the icon takes the user to a control panel client-side state (e.g. which quality-level **button** appears selected in the dashboard) consistent elements into the original HTML on the fly before **passing** the HTML to the client. Various Web sites [6] http.cs.berkeley.edu/~gribble/papers/UIST.fm5.ps.gz

[Proxies, Application Interfaces, and Distributed Systems - Amitabh Dave \(Correct\)](#)

Urbana-Champaign Urbana, IL 61820 Abstract Proxy **objects** are local representatives of remote **objects** in a choices.cs.uiuc.edu/sefika/iwoos-92.ps.Z

[Multi-dimensional Time Support for Spatial Data Models - Skjellaug, Berre \(1997\) \(Correct\) \(1 citation\)](#)

with the interaction patterns between the **components** (services) of the system, and reAEects the to handle revisions, histories, and versioning of **objects** are dened, and applied to an example geographic

www.stud.ifi.uio.no/~ftp/publications/research-reports/BSkjellaug-3.ps

Using Process Modeling for Process Understanding Dewayne E. Perry - Systems And (Correct)

Interact provides facilities for defining **objects**, policies, and activities: **object** definitions of broadcasting the request for submission **message**? For that we need an activity Notify which does activity to a broadcast mailer. Notify (group g, **message** m)preconditions {primitive
www.bell-labs.com/~dep/work/papers/spi97.ps.gz

Hypermedia Operating Systems: A New Paradigm for.. - Nürnberg, Leggett.. (Correct)

with respect to traditional operating system **components**, emphasizing convenience and efficiency gains of information as a set of data and metadata **objects**, where metadata **objects** capture structural and access of information through a "point-and-click" navigation mechanism. Information organization
www.daimi.aau.dk/~kock/OHS-HT96/Documents/HOSS.ps

A User-Friendly On-Line Submission System - Joy And (Correct)

more generalised software design. The individual **component** programs include the following facilities. ffl and TK toolkit [2] to provide a windowed point-and-click environment for both submission and marking of
www.dcs.warwick.ac.uk/cobalt/publications/PostScript/cti96.ps

Real Time Video and Audio in the World Wide Web - Chen (1995) (Correct) (59 citations)

through these three layers by using different **components** from different layers. The composition of a video-enhanced Web. The easy-to-use, point-and-click user interfaces of WWW browsers, first video clips. We provide following user control **buttons**. 1. Play: Start to play the video. 2. Replay: choices.cs.uiuc.edu/srg/ycli/public_html/self/.../vosaic.ps

Visual3: Interactive Unsteady Unstructured 3D Visualization - Robert Haimes (1991) (Correct) (2 citations)

of scientific and engineering data. The key **components** include: ffl generic scalar and vector data for the rapid manipulation of three-dimensional **objects**. At the time, block-structured grids and flow Other packages are emphasizing a 'point-and-click' Graphical User Interface (GUI) with a hierarchy
raphael.mit.edu/visual3/reno91.ps

The Design and Implementation of MetVUW Workbench.. - Roydhouse, Miller.. (1993) (Correct)

for Medium-Range Weather Forecasting. Existing **components** of MetVUW Workbench allow this information to current system accomplishes the following design **objectives**: 1. Seamless access to multiple sources of We therefore provide a graphical point and click interface that makes it very easy for users to
ftp.host.comp.vuw.ac.nz/doc/vuw-publications/CS-TR-93/CS-TR-93-7.ps.gz

A study on Two-Dimensional Scrolling with Head Motion - Bérard (1999) (Correct)

document through a small window. The navigation **component** of the task reflects cues for where to go next displacements must be interleaved with point-and-click actions. This sort of activity is very common
iihm.imag.fr/publs/1999/TR199901_PWindowRate.ps.gz

ICSIM: An Object-Oriented Connectionist Simulator - Schmidt, Gomes (1991) (Correct) (3 citations)

but we are free to create arbitrary units as **components** of the Xor Net -descendents of Any Unit. As ICSIM: An **Object**-Oriented Connectionist Simulator Heinz W. programming skills: 1. A graphic point-and-click interface is to allow the ICSIM beginner and
ftp.icsi.berkeley.edu/pub/techreports/1991/tr-91-048.ps.gz

Parallel Hidden Markov Models for American Sign Language.. - Vogler, Metaxas (1999) (Correct) (6 citations)

of movement, so as to indicate subject, recipient, **object**, and manner of action. Thus, the number of with users only via a commonplace point-and click windowed interface. Which one would gain higher of the recognition algorithm, called the token **passing** algorithm 15]for ASL recognition. It works
ftp.cis.upenn.edu/pub/cvogler/iccv99.ps.gz

MGLab: An Interactive MULTIGRID ENVIRONMENT - Bordner, Saied (Correct)

algebra concepts needed for a number of the **components** of MGLab, including the iterative solvers, are the multigrid V-cycle can be set using a point-and-click mechanism. The menu-based user interface also
www.mgnet.org/mgnet/Conferences/CopperMtn95/bordner_saied.ps.gz

Coordinating Distributed Software Development Projects.. - Grundy, Hosking.. (1998) (Correct) (1 citation)

organisational overheads increase, and software **components** are sourced from disparate places. We describe

is an integrated development environment for **object-oriented** software development using Snart, an and Serendipity using their underlying **message-passing** architectures, resulting in an environment for www.cs.waikato.ac.nz/~jgrundy/papers/wetice98.ps.gz

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JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

1 Application management in a distributed, object-oriented condition monitoring and maintenance planning system

 Atkinson, R.M.; Hawkins, P.G.; Hills, P.R.; Woollons, D.J.; Clearwaters, W.A.; Configurable Distributed Systems, 1994., Proceedings of 2nd International Workshop on , 21-23 March 1994
 Pages:207

[\[Abstract\]](#) [\[PDF Full-Text \(92 KB\)\]](#) IEEE CNF

2 Modeling and analysis of message passing in distributed manufacturing systems

 Lin, E.Y.-T.; Chen Zhou; Systems, Man and Cybernetics, Part C, IEEE Transactions on , Volume: 29 , Issue 2 , May 1999
 Pages:250 - 262

[\[Abstract\]](#) [\[PDF Full-Text \(356 KB\)\]](#) IEEE JNL

3 Evolution and research applications of an objected-oriented framework for architectural simulation

 Manjikian, N.; Cheong, N.; Chong, Y.T.T.; Chow, A.K.; Ewert, P.M.; Li, X.; McHardy, P.R.; Wang, L.; Communications, Computers and signal Processing, 2003. PACRIM. 2003 IEEE Pacific Rim Conference on , Volume: 2 , 28-30 Aug. 2003
 Pages:684 - 687 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(384 KB\)\]](#) IEEE CNF

4 Monitoring and debugging message passing applications with MPVisualizer

Claudio, A.P.; Cunha, J.D.; Carmo, M.B.;
Parallel and Distributed Processing, 2000. Proceedings. 8th Euromicro Worksh
on , 19-21 Jan. 2000
Pages:376 - 382

[\[Abstract\]](#) [\[PDF Full-Text \(56 KB\)\]](#) IEEE CNF

5 An intelligent dynamic simulation environment: an object-oriented approach

Robinson, J.T.; Kisner, R.A.;
Intelligent Control, 1988. Proceedings., IEEE International Symposium on , 24
Aug. 1988
Pages:687 - 692

[\[Abstract\]](#) [\[PDF Full-Text \(412 KB\)\]](#) IEEE CNF

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